

# GIVE ME THE BRAIN



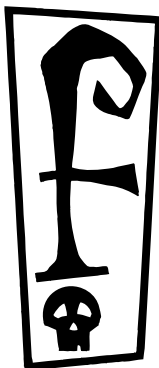
A fast food frenzy for 3-8 players

Welcome to Friedey's, the fast food restaurant of the damned. You and your undead friends have been working at this accursed establishment ever since you rose from the grave, and the only real difference between this job and being completely dead is that there was more fun stuff to do in Hell.

You've got just a handful of daily chores to accomplish, and when you're all done, you get to go home. But ending your day won't be easy, because you'll probably need the Brain.

Appropriately, you and your co-workers only have one Brain to pass around, which makes it harder to perform some of your chores. (Some of them.)

Give Me The Brain is one hell of a card game. We hope you enjoy it as much as we do.



**What Comes With This Game:** 54 cards, and this rule book. The deck is composed of 15 **Bid Cards** (the ones with numbers) and 39 **Task Cards** (the ones with names).

**What Else You Need:** You need one 6-sided die, which represents the Brain.

**To Win:** Be the first player to empty your hand.

**To Begin:** One player shuffles the cards, and deals 7 cards to each player (6 cards each, if there are 7 or 8 players). Put the deck in the middle of the table, with space for a discard pile beside it. If the deck runs out, shuffle the discards and replace it, but leave the top card of the discard pile.

The dealer puts the Brain on the table, which is called "dropping the Brain on the floor." The game begins with a bidding round.

**Bidding:** When the Brain hits the floor, everyone has a chance to pick it up. Starting with the person who dropped the Brain, and proceeding to the left, each player may play **one** bid card or pass. All the bids are discarded, and the highest bid picks up the Brain.

There are fifteen bid cards, numbered 1 through 15. The 1 and 2 are worth 17 and 16 respectively, but only when played by the person who just dropped the Brain.

It's perfectly legal to play a small bid card just to get it out of your hand. It's also perfectly legal to pass even though you could play a card.

If no one plays a bid card, the Brain stays on the floor and everyone draws one card (starting with the player who dropped the Brain, if it makes a difference). Then the bidding starts again in the same place.

Some cards, like "Butterfingers," start the bidding with a player other than the one who dropped the Brain.

**What Happens Next:** Whoever picks up the Brain takes the first turn. In general, whenever the Brain is dropped on the floor, the player who picks it up takes the next turn.

This means that the turn will skip around a little. Don't let that bother you. Bidding rounds notwithstanding, play always passes to the left.

**Normal Play:** On your turn, you must play at least one **Task** card, or draw a card.

Each Task has one or two **hands** on it. You can use up to two hands each turn, so you can either perform one two-handed task, or up to two one-handed tasks.

If you grow an extra hand (with "I Found This in the Back") you can use up to three hands each turn!

When you play a Task card, you follow its instructions; some of them are good for you, and some of them are bad, but they all do something. If you don't play at least one Task card, either because you can't, or because you don't want to, you must draw one card instead. This ends your turn, so you can't draw and then play.

**Note:** Please, please don't confuse the "hands" you get to use each turn with your "hand" of cards. We know you're just doing that to be difficult.

**Need The Brain?** Some Tasks require that you have the Brain to play them. These cards have a Brain in the lower left corner, and a Skill rating. If a card has a Brain on it, you can only play it if you hold the Brain.

**Dropping the Brain:** After you play (and execute) a card that requires the Brain, you must roll the die. If you roll equal to or higher than the "Skill" rating, you keep the Brain and proceed. If not, you drop the Brain.

When you drop the Brain, either because of a failed Skill Roll or because of a card like "Butterfingers," your turn ends immediately and a bidding round begins. Unless directed otherwise, the bidding begins with whoever dropped the Brain.

**To Win:** Empty your hand. You can only win on your turn; if you empty your hand on another player's turn, or during a bidding round, you must wait for the turn to come around to you. This prevents two people from winning at the same time, and it explains those cards that say "If that player has no cards...."

You also can't "win" in the middle of executing a card. For example, "Prickly Heat Lamp" won't win you the game, even if your hand is momentarily empty. Nice try.

You **do** win if you play your last card and it ends your turn, or if the turn reaches you and your hand is empty. (It's not as complicated as we're making it sound.)

**Impossible Instructions:** It's possible that you'll be given an instruction you can't follow, like drawing a card when the deck is completely empty. (It happens.) If so, you can just ignore it.

**The Cards You Keep:** These two cards go into effect as soon as you play them, so you get +2 on the Skill roll for "And Now I Am Smart," and you can use your new hand as soon as you play "I Found This in the Back." Don't worry, these cards don't count as part of your hand. You **can** win with them in front of you.

## About Cheapass Games:

We here at **Cheapass Games** are aware of two basic facts about games: they cost too much, and they are, at some level, all the same.

If you ignore the clever shapes they come in, the cheap little plastic pawns are an interchangeable part of most of the board games in your house. So are the dice, the money, the counters, and just about every clever spare part. These parts can account for as much as 75% of a game's production cost, and that cost gets handed to you.

If you had your choice, you'd probably invest a little money in one good set of gaming paraphernalia instead of twenty crappy ones, and then just buy the new part of every "new" game. Yet most companies insist on selling you the whole package every time; it's a little like bundling a can opener with every can of beans.

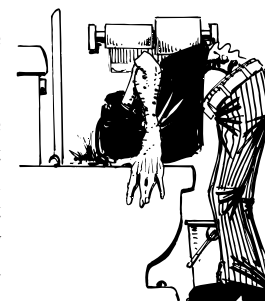
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## And So On:

If you follow the instructions carefully, you shouldn't get into too much trouble understanding what the cards do. If you do get stuck, just work it out genially with your caring and helpful friends.



## GIVE ME THE BRAIN!

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